



Week 4 Activity

Second Life

Directions:

1. Navigate to <http://secondlife.com> .
2. Obtain a free account.
3. Create an avatar, dressing it in whatever way you see fit. You might like to look for the Lamar University site, which is pretty rudimentary right now.
4. While signed in on Second Life with your avatar, find the Help menu and navigate to the "Scripting Portal."
5. There you should look at the uses of the Linden scripting language.
6. Your assignment is to create a simple script describing how you added animation to your Avatar, such as making your avatar wave.
7. This will give you basic instruction in animation.

Rubric

Use the following rubric to guide your work.

	Pass	Fail
Created an Avatar	Yes	No
Submitted a simple script	Yes	No

Complete the following:

1. What is the name of your Avatar?

Imaknight Latzo

2. Record your simple script in the box below.

To wave the hand, go to Inventory button, then you have a folder that says scripts. Right click on scripts and choose new gesture. Check what your triggers are. I kept mine as “hey.” And my shortcut keys are shift F1. Clicked animation, add button. In the start/stop box I clicked the wave. To ensure it worked, I previewed. Clicked save to ensure it would stay.

When adding script you go to Inventory button, then you have a folder that says scripts. Right click on Scripts and choose new script. Name this new script. I named mine “HelloAvatar.” Right click on Hello Avatar, choose open. This will open box to add your script.

Script added:

```
default
{
    state_entry()
    {
        llSay(0, "Hello, Avatar!");
    }

    touch_start(integer total_number)
    {
```

```
        llSay(0, "Touched.");  
    }  
}
```

Found a script for adding a “hovering hello” when someone stops to talk to my avatar

```
default  
{  
  
    state_entry() {  
        llListen(0, "", NULL_KEY, "");  
    }  
  
    listen(integer channel, string name, key id, string message) {  
        if (message == "") {  
  
            llSetText("", <1.0,1.0,1.0>, 1.0);  
  
        }  
    }  
}
```